— PART III —

TRIP SAMPLE

L I F E @ T E R R A

EMPIRE

THE CHALIZ OF MEDITERRA

The Hero With a 1.000 Faces & the 1.000 Faceless Tyrants

A love story through the time/space continuum/ages.

The War for Control of the Mediterranean

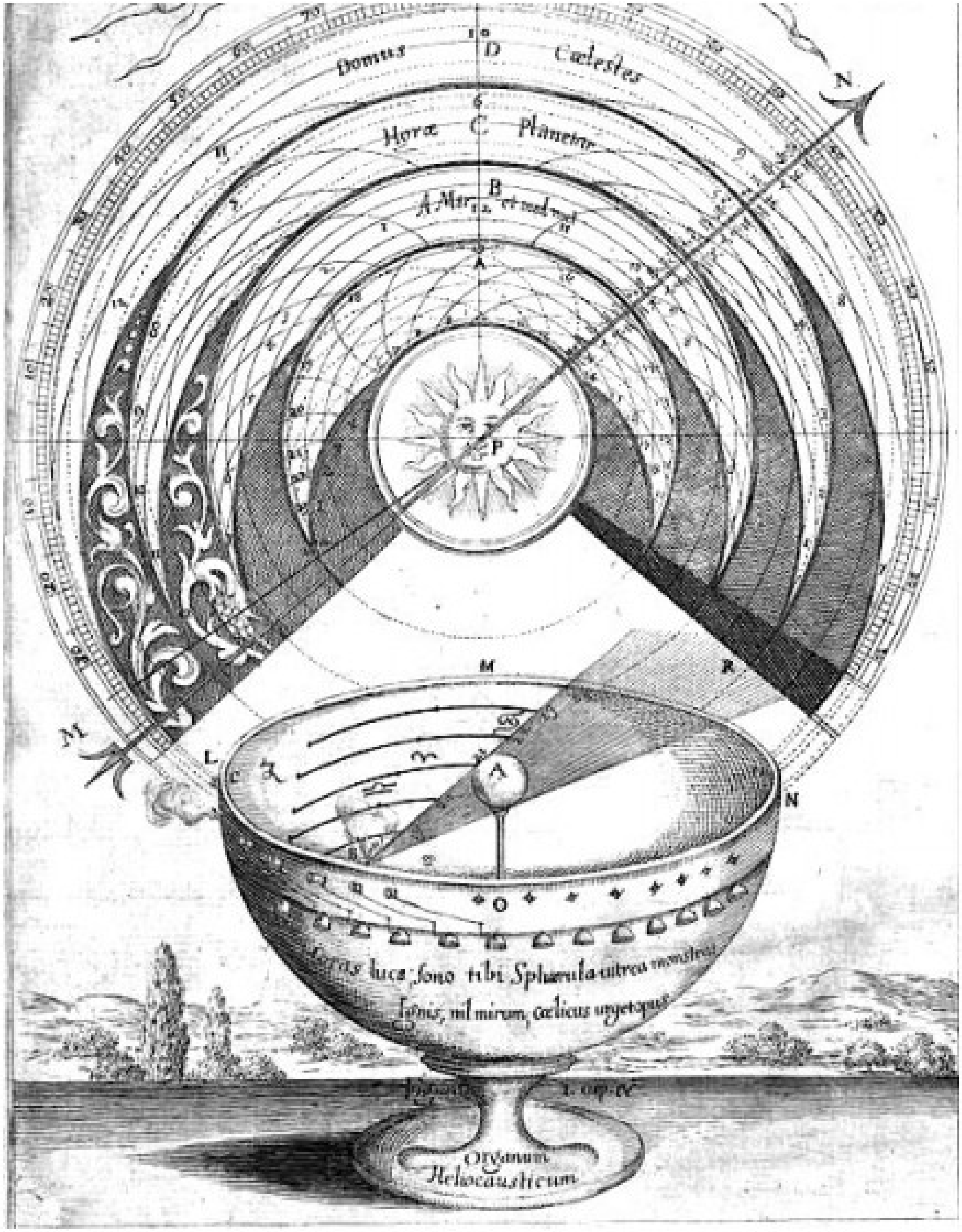
7 DUNIAS OF 1 PLAYER SPIN

The Colonisation of the Free Will Territory & the Uprising of the Solar Raze.

TYRANT, HERO & EXTRAS

The hero & the Tyrant, are the same Player in different phases of the game.

The immovable extras, they are versions of the Player in past games.


Domus
D
Cœlestes
Horæ
C
Planetar
B
A
P
M
R
N
L
O
Organum
Heliocausticum

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LIFE@TERRA

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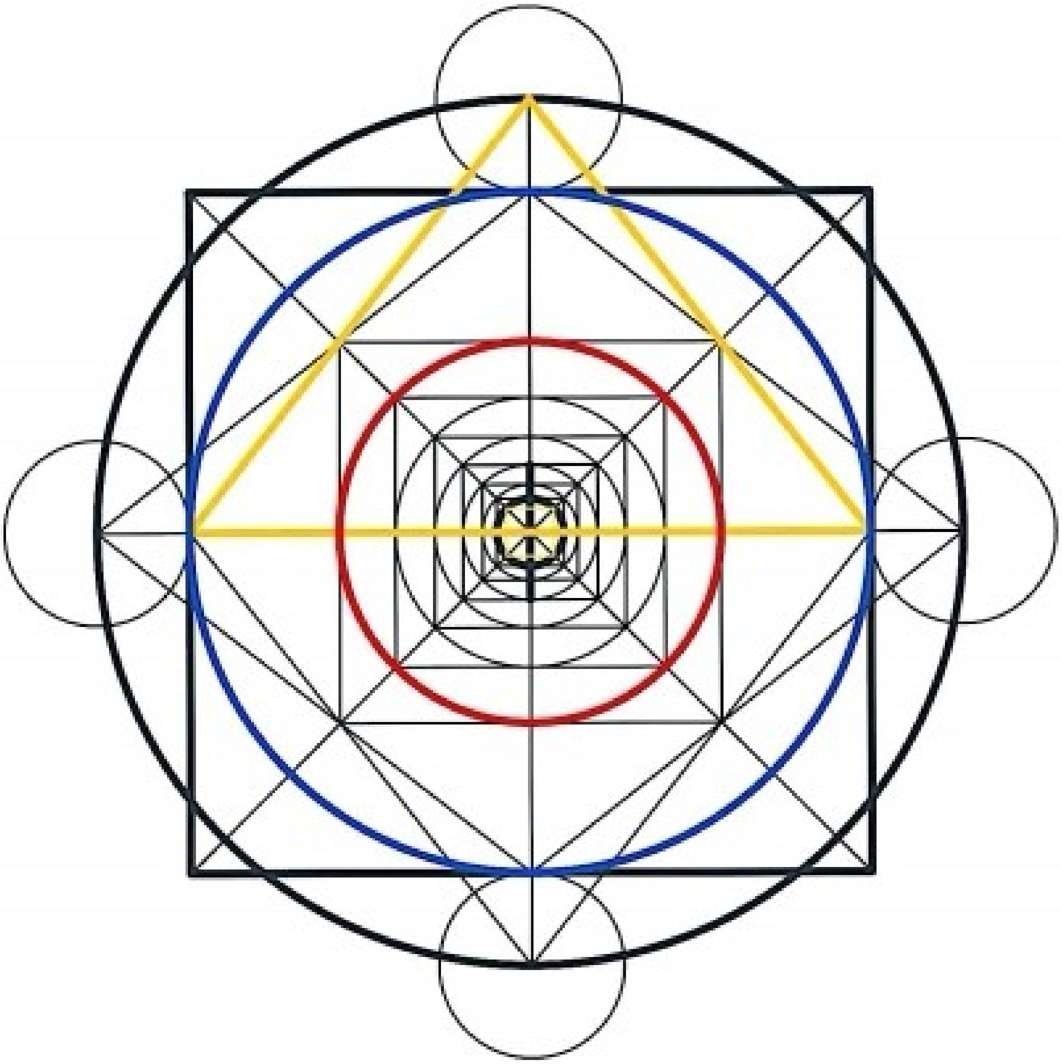

HUMAN EVOLUTION

HISTORIC CHARACTERS

Worlds & Characters

The Ascension Process of the Light Player:
Evolution of consciousness in the Roman colonies.

MISSION, CODE & BELIEVES = PERSONALITY & POSSIBILITIES

This is what shapes the character.& determines its world & life quality.

TERRA DARK WORLD: SAURIAN AGE

TERRESTRIAL POPULATION
IN DIMENSIONAL WORLDS

20% Main Characters + 80% Extras

World dimensioning: Physical space inhabited by each character and how long the characters share. The world inhabits each character and how it interacts with the other layers.

Blue HERO
Know everything is wrong
and live to make a difference.

5D & Above: 1-3%

Yellow HERO
Feel something is wrong
and search for something different.

3D & Below: 3-20%

RED EXTRA
See nothing is wrong
and survive following the herd.

2D & Below: 20-80%

Colour & Shape: Consciousness Size & worlds connection
% Depending on Galactic Season and Planetary Age.

Life = Personal Reality = 1/20% objective perception + 80/99% subjective perception.
History = Collective Reality = 1/20% defined by Extras + 80/99% Main Characters Actions.

You belong to the world you respect.
You are the world in which you participate.
As above, so below, as outside, so inside.